



# 2026 GWLL BOX OFFICIALS HANDBOOK

Prepared by the GWLL OIC  
April 7, 2026

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## Introduction and Notes:

This booklet is published by the GWLL OIC and includes all the documents specific to the MLA and GWLL for use by box lacrosse referees as a reference guide for the 2026 season. It has been updated to include the most current information available for the coming season as of the publication date indicated below:

**This document was last revised April 7, 2026.**

### Division and Game Fee Structure

<u>Division</u>	<u>Game Fees:</u>
U11	\$40
U13	\$40
U15	\$62.5
U17	\$70
U22	\$TBA

Lacrosse Canada is the national governing body for box lacrosse in Canada, for more information see this link: [www.lacrosse.ca](http://www.lacrosse.ca)

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# Officials Equipment Bag

## The equipment bag of an official shall contain:

- Black CSA Approved Helmet
  - **\*NEW for 2026, Lacrosse Canada requires all first year On-Floor Box Officials to wear a CSA certified visor.**

- Black Pants with Pockets

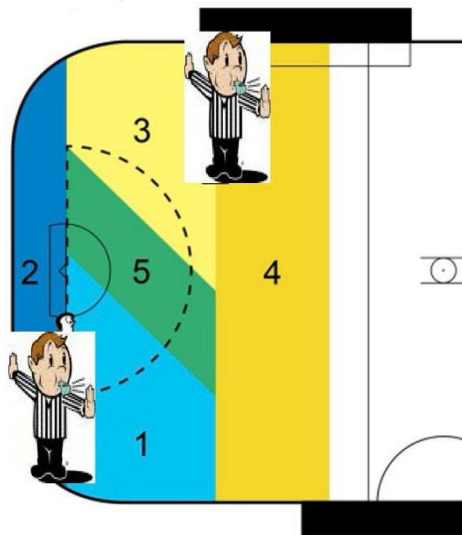
- **Black Shorts/Skorts (Plain black dress type short with pockets, 1" above knee) are permitted, provided all officials have shorts. When in doubt pants take precedence. If one official has only pants, ALL officials must wear pants.**

- LC/MLA Referee Jersey (Black Undershirt Optional)
- Black Socks
- Running Shoes (*black preferred*)
- Minimum 2 Whistles (Plastic Fox-40 "Classic" Pea-less)
- Pocket Scorecard / Notepad
- Pen or Pencil
- Blank Scorekeeping Scratchpad Forms (*Included in this Handbook*)
- Measuring Tape
- **\*New for 2026! World Lacrosse Rule Book: (see QR Code below)**



- This Referee Handbook
- Pocketknife and/or Scissors
- String for Repairing Net (Spare Shoelaces / Skate Laces)
- Personal Water Bottle
- Personal Hygiene Items (Soap, Towel, Shampoo, etc.)

## Two-Referee Mechanics – Floor Coverage and Positioning Diagram



### Areas of Coverage:

1. Primary LO
2. Secondary LO
3. Primary LO
4. Secondary TO
5. Shared Primary Overlap

**LO = Lead Official**

- 
- Covers Front of Net and Crease
  - Watches Crease and Goal Line on Goals
  - Watches Behind Net and in Their Corner
  - Covers Ball Carrier Zone 1 and 2 (see above)

**TO = Trail Official**

- 
- Covers Ball Carrier Zone 3 and 4 (see above)
  - Covers Top Corners
  - Covers Bottom Corner on Their Side
  - Watches for Late Hits on Passer/Shooter
  - Watches for Goal Scorer and Assists

**Both should work together as a team to cover the floor, when your partner has the ball, shift your focus to the off-ball play.**

# Three-Referee – Introduction to System & Mechanics

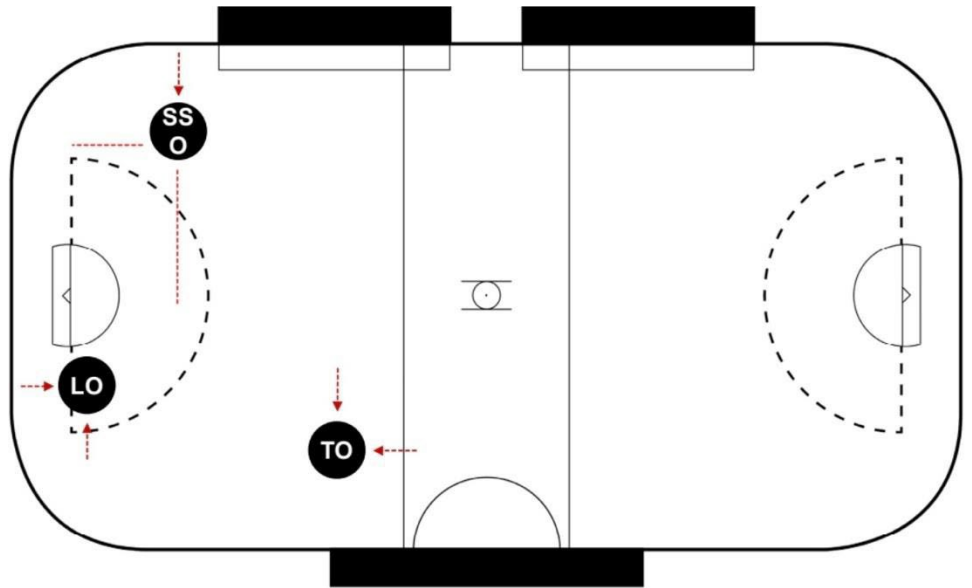
## Basics of 3 Referee Mechanics

\*Credit and thanks to the NLL Officiating Module

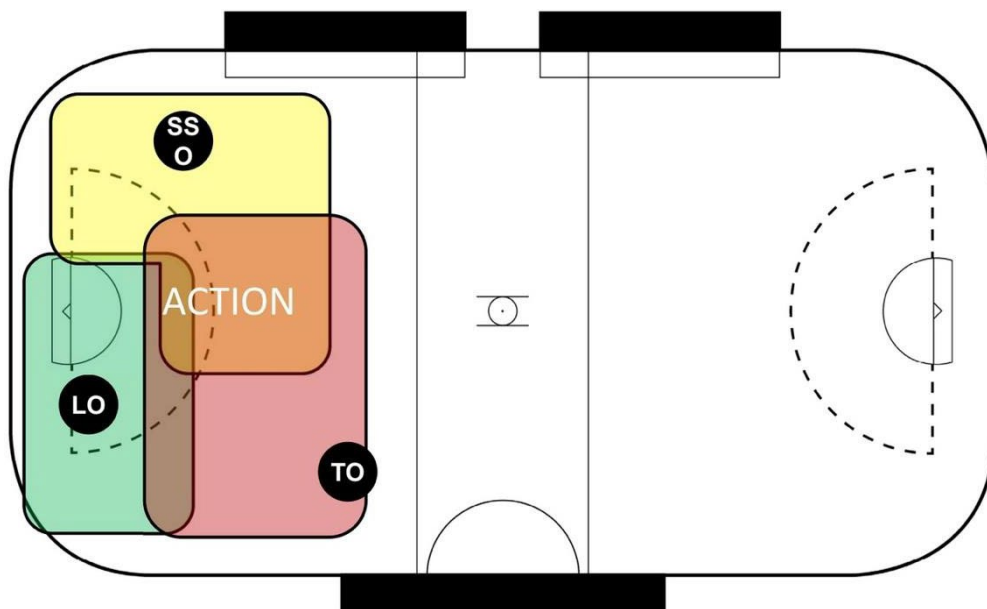
**Single-Side Official (SSO):**  
Positioned at 45° angle to the closest post, just inside the top of the 24' semi-circle dotted line.

**Lead Official (LO):**  
Positioned 1-2 steps above GLE, within the dotted line to create the best possible sightlines.

**Trail Official (TO):**  
Positioned nearer to the side boards to create a wide angle that allows for sightlines through players.



All positions move N/S and E/W while reading the play - no one is stationary, but movements are deliberate with the ball/players.



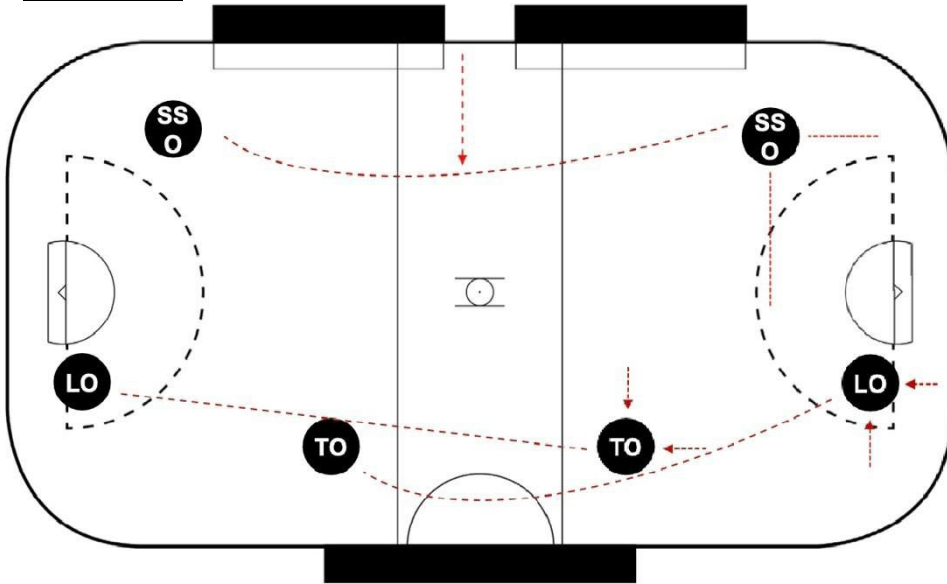
The action area is the middle of the floor where most of the "off-ball" infractions occur: Late hits, moving screens, holding, etc.

The three-official system is designed to provide coverage to this area of the floor to ensure that penalties/violations aren't missed.

The SSO and TO are largely responsible for fouls occurring in this area during settled offense situations.

## Three Referee Positioning Diagrams – Transition & Post-Goal

### Transition:



LO→TO:

Straightened running pattern up the floor just behind the last player.

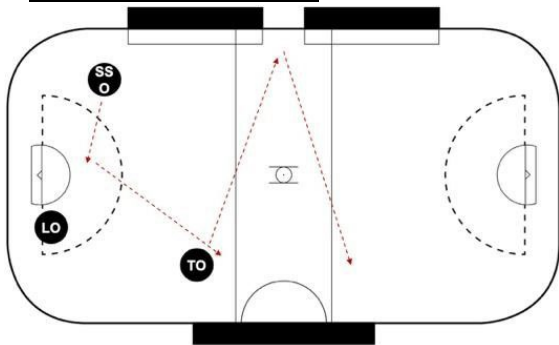
Single-Side Official:

In pursuit of the play, arcs away from the bench, running slightly behind the ball-carrier.

TO→LO:

Curved running pattern with body open to the floor, settling into LO position ahead of the first player.

### Post Goal Rotation:



SSO→LO:

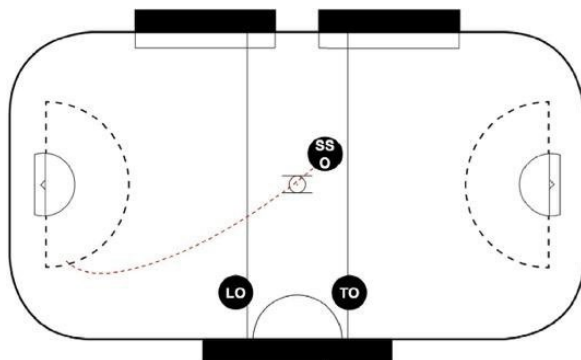
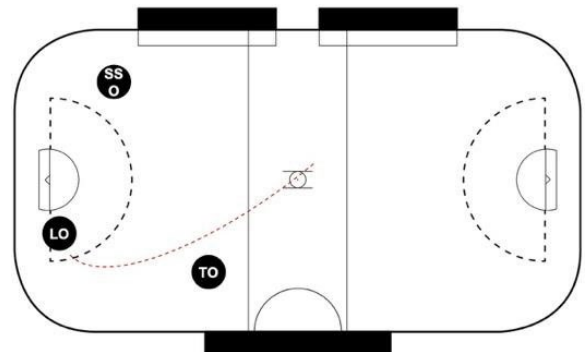
Immediately goes to the goal celebration area and moves with those players to "hand them off" to the TO who is positioned between the benches, then goes to the near restraining line.

TO→TO:

Immediately goes to the space between the benches and monitors all line changes, then goes to the far restraining line.

LO→SSO:

Retrieves the ball and goes to the face-off, always facing in the same direction regardless of which net has been scored on

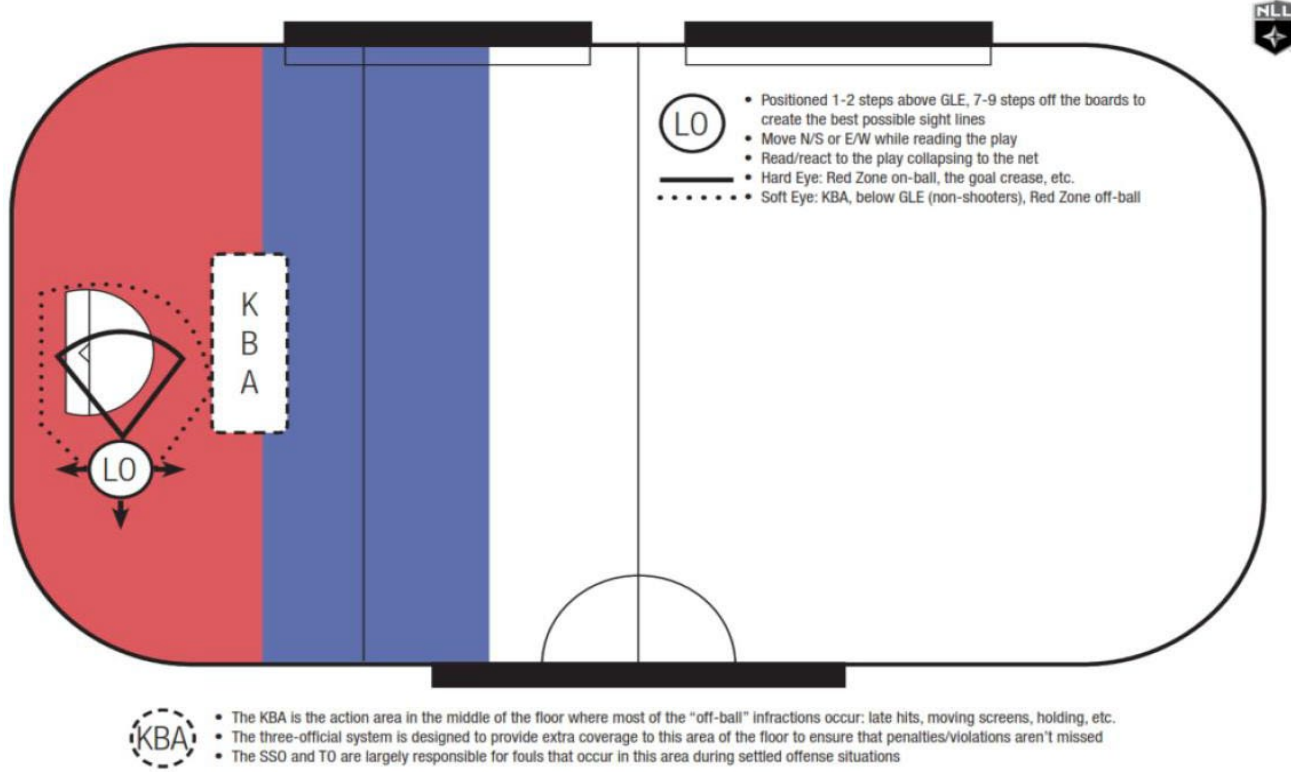


LO→SSO:

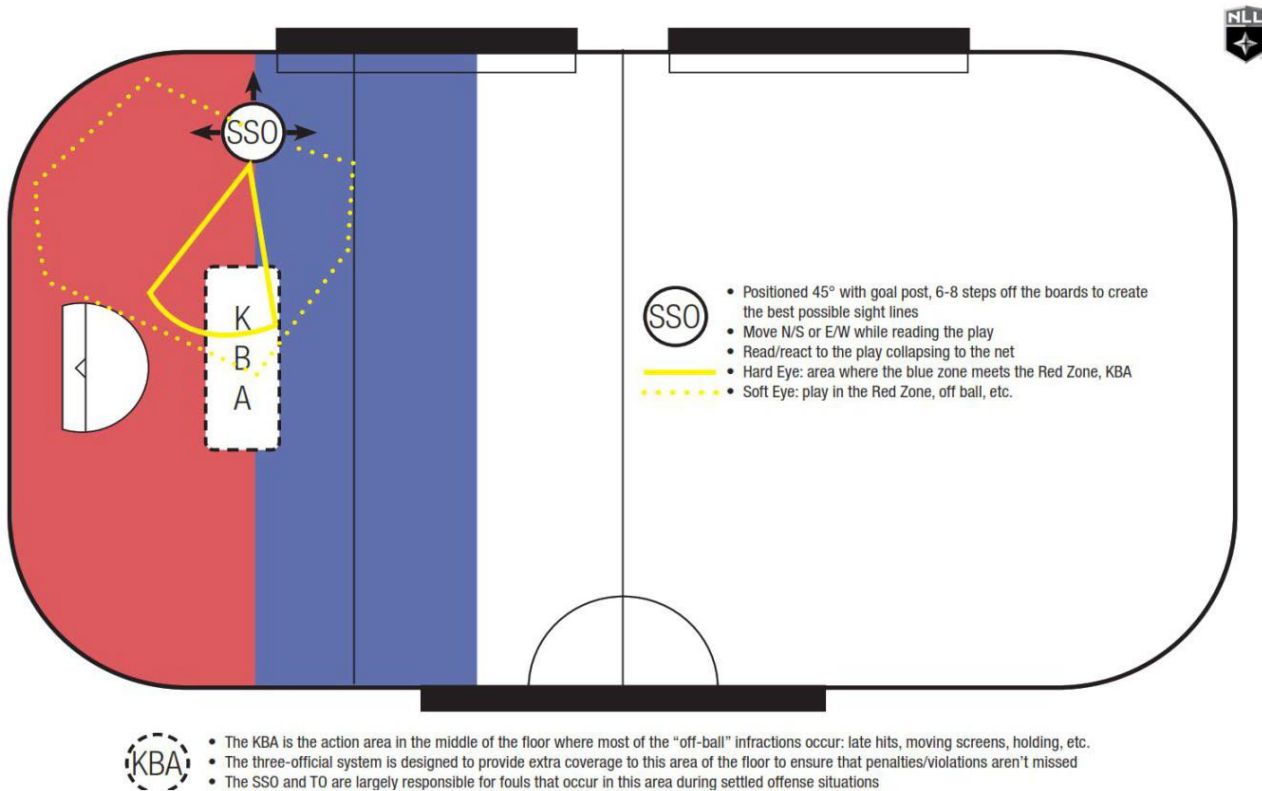
Retrieves the ball and goes to the face-off, always facing in the same direction regardless of which net has been scored on

# Three Referee Coverage Diagrams – LO, SSO, TO, & Combined

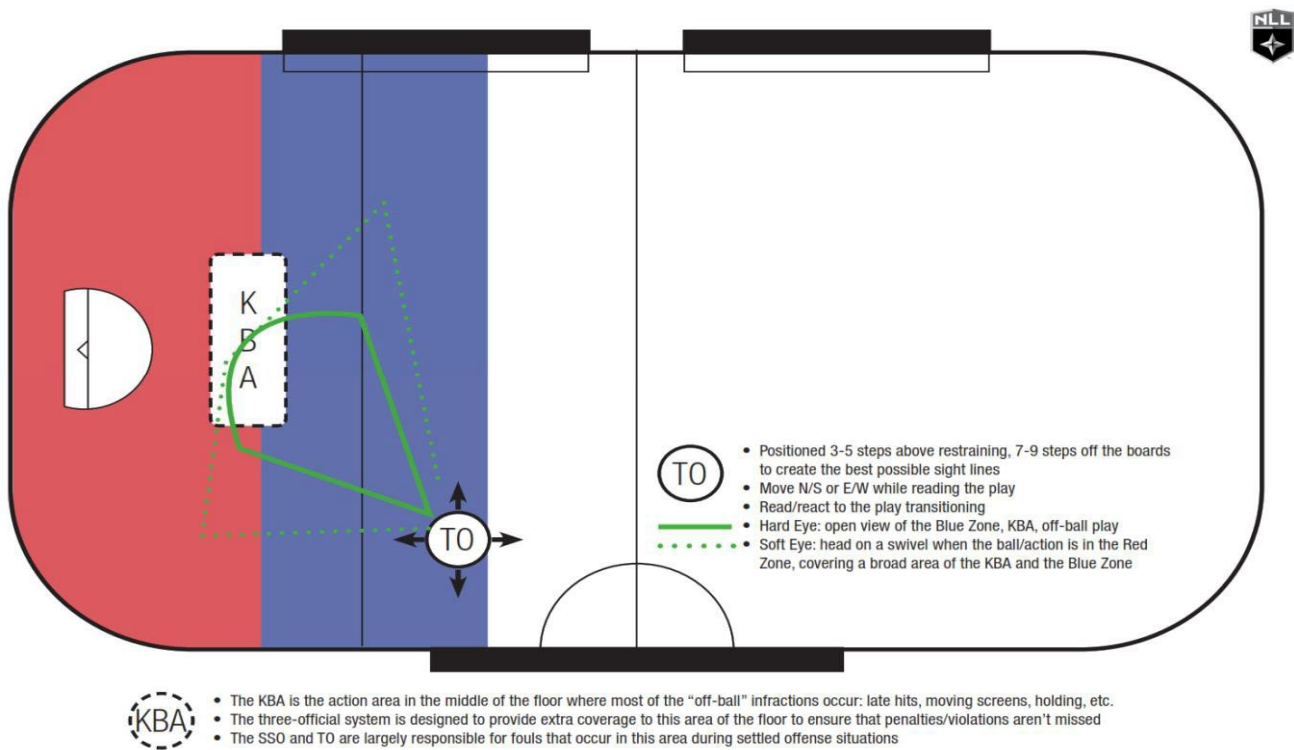
## Lead Official (LO) Coverage in 3-Referee System:



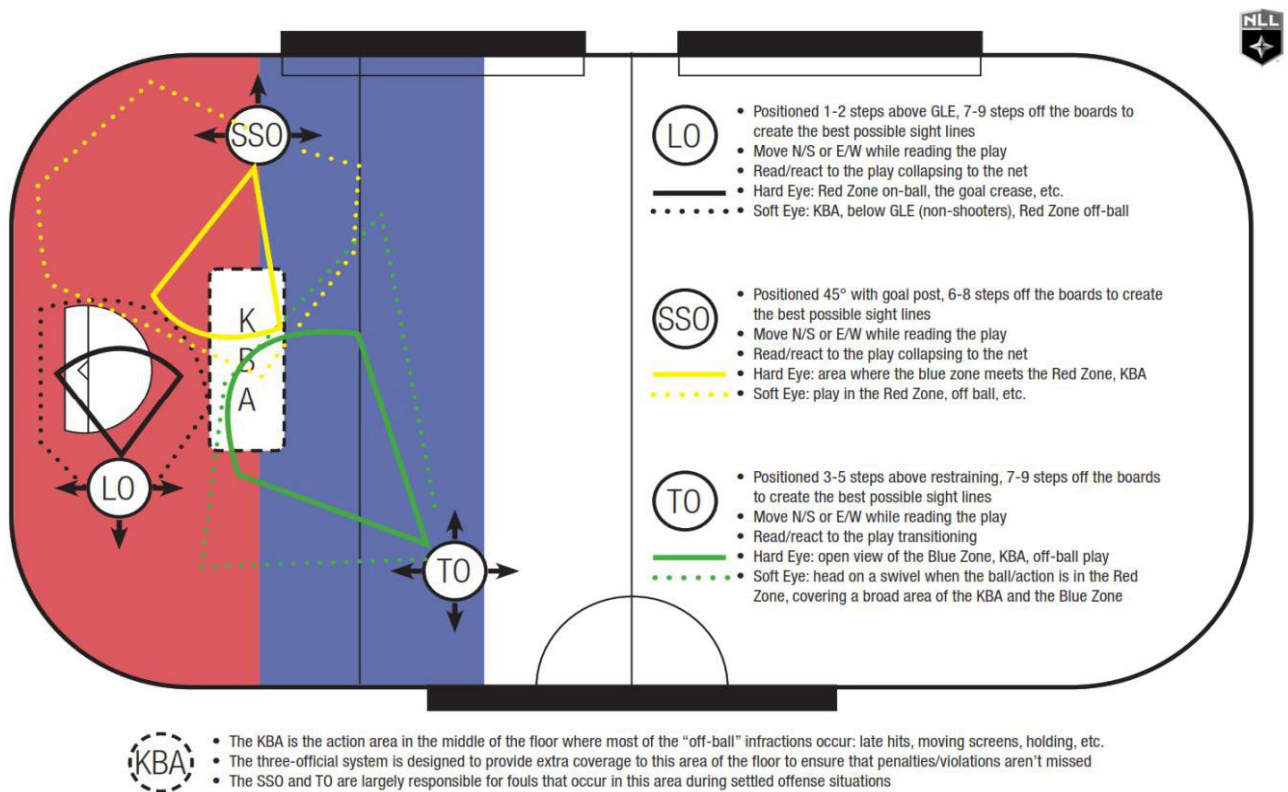
## Single Side Official (SSO) Coverage in 3-Referee System:



## Trail Official (TO) Coverage in the 3-Referee System:



## Full Coverage (All Positions Combined) in the 3-Referee System:



## Penalty Administration in 3-Referee Systems

- Official who calls the penalty takes the penalty to the box and restarts play – no change from 2-official.
- Other two officials set up as LO and SSO. Both should be totally aware during this stoppage with coverage at the bench, crease, etc.; “surveillance 360.”
- Awareness of game clock and shot clock is important.
- Huddles can be useful to get the call right, provided they are quick (especially when considering any major).

## Altercations in 3-Referee Systems

- During altercations, furthest official away (usually TO) stays out of the situation. Their responsibility:
  - If necessary, jot player numbers on the riot card if multiple altercations are taking place.
  - Instruct players not involved to back away and/or return to benches/their crease.
  - Watch benches.
- LO and SSO enter the altercation, physically separating the players **only when safe to do so!**
- LO and SSO escort the combatants to the penalty box, do not let them go anywhere unsupervised!
- Huddle to discuss altercation outcome without either team present.

## Key Differences Between 2 vs 3-Referee Mechanics

- All 3 officials mirror “reset” signal.
  - Yelling “**RESET**”, NOT saying “Shot”.
- LO and TO on same side of floor.
- LO and SSO can operate in 2-ref mechanic if TO needs to stay back.
  - **No switches** for contested balls in the opposite cornering.

## SSO

- Better to be late than early in transition, don’t rush.
- Can provide an extra set of eyes on the crease area for LO and supports LO by identifying:
  - a) Late illegal contact on the shooter/passer.
  - b) Illegal goaltender contact by shooter or another offensive player.
  - c) Crease violation on SSO’s side of floor.
  - d) Ball crossing goal line.
  - e) Illegal touching of ball in the crease.
- Collapses to the net front and/or crease on dunk attempts and/or potential melees, ready to assist!

## 3-Referee Mechanics Abbreviations Glossary

- LO: Lead Official
- TO: Trail Official
- SSO: Single Side Official
  - SSO, can also be described as a “Hybrid Trail Official”
- Hard Eye: What you see sees in your primary vision, is your responsibility.
- Soft Eye: What you see in your peripheral vision, secondary help if required.
- “Surveillance 360”: Being aware and prepared to observe everything around you.
- Action Area: Middle of the floor where most “off-ball” infractions occur.
- KBA: Key or Known Busy Area \*(see diagrams above).
- GLE: Goal Line Extended - This is the goal line as it extends from the crease to the boards on either side of the net.

# Dealing with Disrespect and Unsportsmanlike Conduct

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Officials are instructed to take disrespect and unsportsmanlike conduct directed towards them very seriously.

Rules governing Disrespect and Unsportsmanlike Conduct:

## **Rule 3.5 COACHES**

### **3.5.1 HEAD COACH DUTIES**

It shall be the responsibility of the head coach to see that their players and substitutes are properly and legally dressed and equipped to play and are ready to play at all times in accordance with the pre-game and in-game procedures set out by WL rules.

**The head coach is responsible for the actions of all non-playing members of their squad** and all persons officially connected with their team. **It is the duty of the head coach to cooperate with the officials** in keeping the game under control at all times with their players and not to entice poor sportsmanship from the spectators. Failure to cooperate will result in a bench minor penalty and may be subject to additional discipline.

## **Rule 8.41 UNSPORTSMANLIKE CONDUCT**

### **8.41.1 PENALTY**

In the enforcement of this rule, the Referee has the option of imposing a:

- Minor penalty; or
- Misconduct; or
- A game misconduct penalty.

Penalties should be assessed in ascending order beginning with a minor. A minimum of a bench minor penalty shall be imposed on any non-playing personnel or unidentified player who is guilty of unsportsmanlike conduct.

### **8.41.2 DISPUTE RULINGS OF OFFICIAL**

A minor penalty shall be assessed to any player who challenges or disputes the rulings of any official during the game. If the player persists in such challenge or dispute, a misconduct penalty shall be awarded and any further dispute will result in a game misconduct penalty being awarded to the offending player.

**All officials should familiarize themselves and refer to Rule 8.41 and its sub sections for situations involving Unsportsmanlike Conduct.**

Cases involving **physical force (Abuse)** against an official is covered **under Rule 8.33** and as defined by rule covers situations where physical force and or the threat of physical force is directed towards an official.

**Door Personnel/Assistant Coaches at All Levels** – their job is to open and close the door. **That is it.** They count their players going on and coming off the floor, and they may cheer on their players. The door personnel may never say a negative comment to the referee. **Consequence for door personnel who express unsportsmanlike behavior:**

- **2-minute Unsportsmanlike Bench Minor + Game Misconduct + Game Report.**

**Non-Playing Personnel entering the floor for an injured player at All Levels** – A bench penalty will also be called if a trainer, door personnel or any coach, while attending an injured player on the floor, makes a negative comment or attempts to intimidate the official. **Consequence for any non-playing personnel making a negative comment or intimidating official:**

- **2-minute Unsportsmanlike Bench Minor + Game Misconduct + Game Report.**

## **Communication with Coaches**

A Captain, or a Coach in U13 and below, shall have the **PRIVILEGE** of asking an official for the referee's interpretation of a rule, which has been applied. This is limited to asking for an interpretation, it is not a protracted discussion, nor it is permitted for them to use this privilege to "complain" about the call.

In **U13 and below**, the coach may **ask permission** to speak with the official and if granted, talk **directly to the official** about an interpretation of rule without going through the captains (who are deemed to be too young to effectively communicate with the officials). Of course, this is only in effect if the coach is **polite and not aggressive** in behavior. As with any communication, **please communicate with both benches** and not just one team.

In **U15 and above**, referees have been instructed to use **open communication with the coaches if it is polite and quick** dialogue. This is **not intended for repeated questioning** of calls and must not unnecessarily slow down the game.

As the Head Coach is responsible for the bench, they must make sure of the following.

1. Must not enter in argument with or disrespect the officials.
2. Must not say any negative comments to anyone in the game.
3. Must not attempt to influence any calls (running commentary) or any decision of an official.
4. Must not intimidate any official (e.g. aggressive behaviour).

Coaches may use the following methods to communicate regarding the officials in their game:

- Ask their Club President to forward their communication on their behalf to the league OIC.
- Fill out the online Coaches evaluation form found on the GWLL website at <https://www.gwll.ca>  
Coaches → “Coach Officials Evaluation Form”

In cases where the coach has a complaint against the performance of the official, no good can come from that coach talking to that referee. Coaches are encouraged to make use of one of the above methods.

In all cases, only the local OIC, Manitoba OIC, and/or others specifically authorized by the MLA to assess and interact with officials shall be permitted to talk to any referee about their performance.

Head Coaches are encouraged to speak to everyone associated with their teams about disrespect and abuse. This disrespect must stop now. All games are going to heavily monitored.

Let's all work together so everyone can enjoy the games. Respect in sport is an essential part of our game and requires effort on the part of all participants, Coaches, Players, Parents, Fans, and Officials.

**\*Coaching and NCCP numbers: (National Coaches Certification Program)**

All coaches on the bench, at every level, be they **door personnel** or a **Head or Asst. coach**, are required to be certified coaches as per MLA policy. As such, Coaches are required to list their NCCP numbers on scoresheets for every game. However, lacrosse referees are NOT required to enforce this policy as they have no way to verify these numbers. NCCP numbers are a concern for league commissioners and the MLA.

## 2026 Lacrosse Canada Age and Stage Modifications U11 & U13

U11 & U13	
<b>Ball Used</b>	LC Regulation Ball
<b>Playing Surface Size</b>	5 vs 5 full floor
<b>Style of play (two ways vs. O/D/T)</b>	Everyone plays both sides of ball
<b>Stick</b>	U11 - 26"-40" length (Wood lacrosse shafts and wood sticks are permitted) U13 - 40"-42" length (Wood lacrosse shafts and wood sticks are permitted)
<b>**Goalkeeper Stick</b>	The goalkeeper's stick may be of any desired length, but shall not be more than 38.1 cm (15" in width. Nothing may be added to or attached to the outside of the stick. The measurement for width is to be inside frame measurement.
<b>Net Size</b>	4'x4'
<b># of Players</b>	18 runners and 2 Goalies
<b>Bench Staff permitted on Bench During Games</b>	4 coaches and 1 trainer
<b>Period Length</b>	3x15 minute running time periods, last 2 minutes of 3 <sup>rd</sup> period stop time
<b>Shot Clock &amp; Time to get over Half</b>	30 Seconds ; <b>No required time to get to half</b>
<b>Faceoffs</b>	Aligned with WL Rule Book
<b>Penalties</b>	Penalties as per WL Rule Book
<b>Coincidental penalties</b>	Rule 9.1
<b>Goalie Penalties</b>	Player from floor serves
<b>Mercy Rule/Showing the score</b>	Scores recorded and displayed
<b>Crease Dives</b>	<b>Not Permitted</b>
<b>Timeouts (when and how they can be called)</b>	1 permitted per game – 45 seconds in length. They do not carry over to overtime. Team calls Timeout from floor <b>or</b> coach on bench when team has possession of the ball.
<b>Goalie Equipment &amp; Measurements</b>	Alignment with LC guidelines based on height and CAT code
<b>Overtime Format</b>	GWLL Playoffs or Tournaments Only
<b>Offensive Screens/Picks</b>	Rule 8.2
<b>Jersey Assignments</b>	Home Team chooses jersey but has Home Bench
<b>Contact On/Off Ball</b>	On Ball - Checking
	Off-Ball - Arms extended Shadowing (pushing to direct, steer, contain) <b>*No Off-Ball Forceful Cross Checks</b>
<b>Crease Rules</b>	Loose Ball in the crease = live ball for both the attackers and defenders. NLL Batted Rule - attackers cannot direct a loose ball into the goal that is inside the crease. Defender can pull back into the crease.
<b>Goalie Face Mask</b>	Automatic Whistle for Hitting Goalie Mask & Throat Guard

## 2026 Lacrosse Canada Age and Stage Modifications U15 & U17

U15 & U17	
<b>Ball Used</b>	LC Regulation Ball
<b>Playing Surface Size</b>	5 vs 5 full floor
<b>Style of play (two ways vs. O/D/T)</b>	Everyone plays both sides of ball
<b>Stick</b>	40"-42" length (Wood lacrosse shafts and wood sticks are permitted)
<b>**Goalkeeper Stick</b>	The goalkeeper's stick may be of any desired length but shall not be more than 38.1 cm (15" in width. Nothing may be added to or attached to the outside of the stick. The measurement for width is to be inside frame measurement.
<b>Net Size</b>	U15 - 4'x4' <b>U17 – 4'x4'6"</b>
<b># of Players</b>	18 runners and 2 Goalies
<b>Bench Staff permitted on Bench During Games</b>	4 coaches and 1 trainer
<b>Period Length</b>	3x15 minute stop time periods
<b>Shot Clock &amp; Time to get over Half</b>	30 Seconds, <b>with 10 seconds to get over half.</b> (GWLL modification for U15)
<b>Faceoffs</b>	Aligned with WL Rule Book
<b>Penalties</b>	Penalties as per WL Rule Book
<b>Coincidental penalties</b>	Rule 9.1
<b>Goalie Penalties</b>	Player from floor serves
<b>Mercy Rule/Showing the score</b>	Scores recorded and displayed
<b>Crease Dives</b>	<b>Permitted</b> , no cylinder exists
<b>Timeouts (when and how they can be called)</b>	1 permitted per game – 45 seconds in length. They do not carry over to overtime. Team calls Timeout from floor <b>or</b> coach from bench when team has possession of the ball.
<b>Goalie Equipment &amp; Measurements</b>	Alignment with LC guidelines based on height and CAT code
<b>Overtime Format</b>	GWLL Playoffs or Tournaments Only
<b>Offensive Screens/Picks</b>	Rule 8.2
<b>Jersey Assignments</b>	Home Team chooses jersey but has Home Bench
<b>Contact On/Off Ball</b>	On-ball – Checking
	Off-Ball – <b>Equal pressure concept *No Off-Ball Forceful Cross Checks.</b> Once equal pressure is met, defender can crosscheck to direct opponent and re-establish defensive positioning. Arms extended Shadowing (pushing to direct, steer, contain). <b>Defender is not permitted to repeatedly crosscheck or slash an attacker off-ball</b> once defensive positioning is established. Checking must be directed at the elbow.
<b>Crease Rules</b>	Loose Ball in the crease = live ball for both the attackers and defenders. NLL Batted Rule - attackers cannot direct a loose ball into the goal that is inside the crease. Defender can pull back into the crease.
<b>Goalie Face Mask</b>	No call for hitting the Goalie Mask

## Pre-Game Duties

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1. When you receive your game assignment find out: **Location/Time/Partner**
2. Arrive at the arena **30 minutes before** the game.
3. Greet partner, discuss the upcoming game – rule interpretation, team history, on floor communication.
4. Proceed to floor together.
5. Check condition of arena.
6. Check that adequate minor officials (score/timekeeper, 30 sec clock official) are present and know duties.
7. Check that signaling and timing devices are working properly.
8. Check the game sheet to ensure that:
  - Only players dressed and on bench are listed.
  - Maximum number of players are adhered to (18+2)
  - **All non-playing bench personnel are listed on game sheet**
    - **NOTE: The World Lacrosse Rulebook permits more non-playing personnel; however, LC ASAM limits minor box teams to a maximum of four and a trainer.**
  - Game sheet has been verified.
  - Captains (1) and Alternate Captains (up to 2 or 3 and no captain) are listed.
  - Goalkeepers and alternate goalies are listed and present.
9. Prior to game invite the head coaches of both teams to the floor near their benches, together with your partner, and introduce yourselves then ask/state:

***“Coach, are all of your players legally equipped to play the game?”***  
***“Let’s have a safe, sportsmanlike and respectful game.”***

- The above question constitutes the team “warning”. The onus is on the coach to make sure all players’ equipment conforms to the specifications in the rules.
- All officials should avoid confrontational speech and try to strike a positive tone in all communication where possible.

### General Health Precautions:

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#### **FOR ALL OFFICIALS**

- If at any time, prior to an assigned game you are feeling sick, please contact your assignor immediately and withdraw from your assignments until such time as it is prudent for you to return.
- Like any job, please do not attempt to referee while you are sick!

# Gamesheet Duties

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## Online (RAMP) Gamesheet:

1. Preferably using their own device, the game officials will check the game sheet using the RAMP app as follows: *(If necessary, they may use the scorekeeper's device)*
  - **Check that penalties are accurately recorded during intermissions.**
  - **Ensure all penalties are correctly recorded at the end of the game.**
2. Ensure that you have a record of all the necessary information (if a report is required)
  - Note: Take a photo, or screenshot and or make notes of the completed scoresheet for this purpose.
  - If a report is required, ensure the appropriate box is checked in the app.
3. Leave the floor with your partner(s)
4. Write all reports with your partners while the incident is still fresh in your mind.
5. **Submit game reports ASAP, no longer than within 24 hours.**

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## Paper Gamesheets:

1. When the scorekeeper brings the sheet, **check that it is complete and accurate** including the proper goal totals and the goal and penalty summary sections.
2. Sign the sheet, return it to the scorekeeper for distribution.
3. If a game report is required, check the appropriate box, and ensure that you have a record of all the necessary information.
  - Note: Take a photo of the completed scoresheet for this purpose.
4. Leave the floor with your partner.
5. Write all game reports with your partner while the incident is still fresh in your mind.
6. **Submit game reports ASAP, no longer than within 24 hours.**

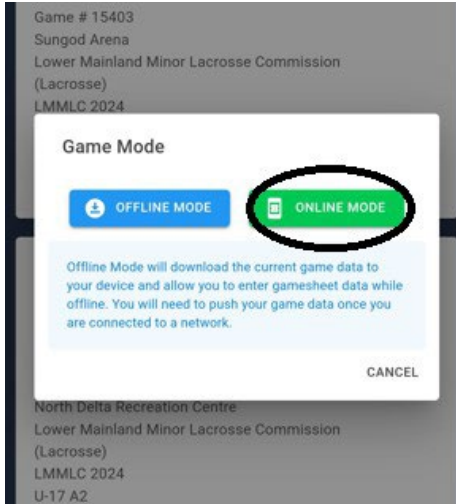
## RAMP Gamesheet App – Instructions for Officials

### Overview of Process:

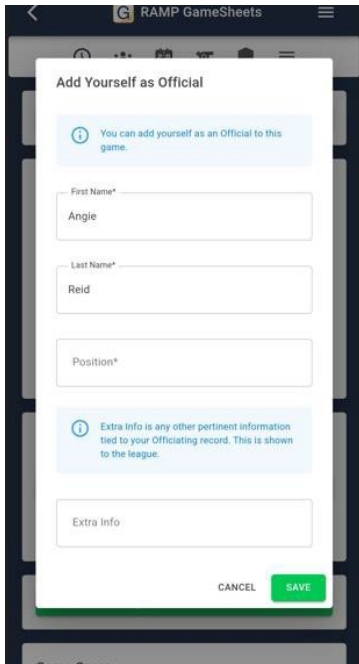
- Pre Game: Managers input Players and Staff (Coaches) for their team and verify rosters.
- Minor Officials Logs into the RAMP Gamesheet App and inputs Game Officials: Timekeeper, Shot Clock Official, Crew Chief, AR1 and AR2 (when applicable).
- **Officials log in on the RAMP Gamesheet app and enter themselves and/or relevant Game Notes**, e.g. (Unusual delays, Times outs, Ejected Fans, Arena Hazards, etc...)
- During the Game: Minor Officials enters goals & penalties during the game on the app. This should be verified by the Officials at the end of the game.
- **End of Game: Officials must review the gamesheet and sign off at end of game.**
  - **Ensure all penalties and final score are recorded accurately and correctly. Have the scorekeeper correct, if necessary, before signing off as complete.**
  - Option A: Make sure your Officials Number from RAMP Assigning is tied to your RAMP Gamesheet App. Login to Gamesheet App and sign off.
  - Option B: If no phone, Score-Bench can log in as Officials and Official signs on Score-Bench device.

## When You Arrive at Your Game

1. Select the specific game's gamesheet in the RAMP Gamesheet app.
2. You will be prompted with a Game Mode option. Please select **Online Mode**:



3. Then you will be prompted to **add yourself as an official** to the game:

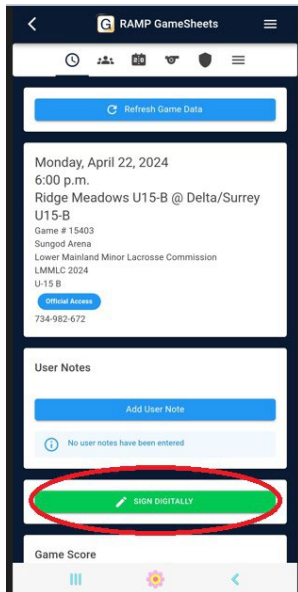


4. Click **SAVE**
5. Now you are an official on the Game Sheet and can **review the roster numbers before the game, ensure the coaches have signed it** and get ready to officiate. You will get a small pop up to show you have been added as an official.

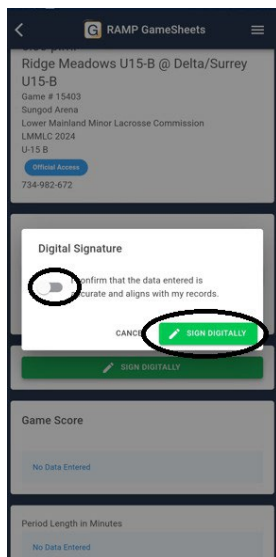


You need to check the RAMP Gamesheet during and at the **end** of the game to ensure it is all correct and accurate.

6. At the end of the game, you can digitally sign from the SUMMARY (CLOCK icon) page here:



7. Ensure you confirm the data is correct and then click on Sign Digitally. Then your signature is on the gamesheet and you can now leave the game.



Remember the game sheets are a LEGAL document so we need to make sure we are checking and completing the game sheets for EVERY GAME.

**Ensure all penalties and final score are recorded accurately and correctly. have the scorekeeper correct, if necessary, before signing off as complete.**

- Option A: Make sure your Officials Number from RAMP Assigning is tied to your RAMP Gamesheet App. Login to Gamesheet App and sign off.
- Option B: If no phone, Score-Bench can log in as Officials and Official signs on Score-Bench device.

## Procedure to Access Gamesheet Via Game Code

**Each Game has a UNIQUE set of 4 CODES. Codes auto vanish from the APP after 7 days.**



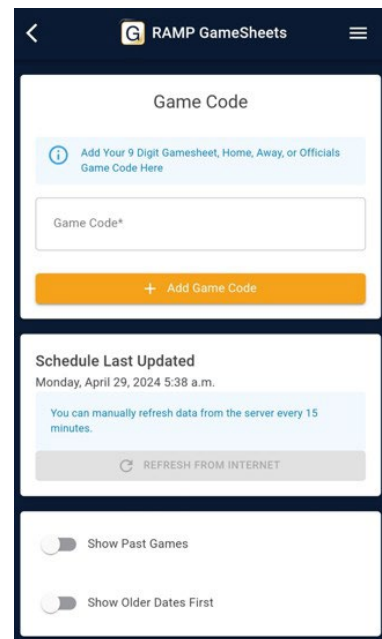
**GameSheet APP**

- Log in (different from any other RAMP login you may have)
- Enter Official Code
- Click Magnifying Glass

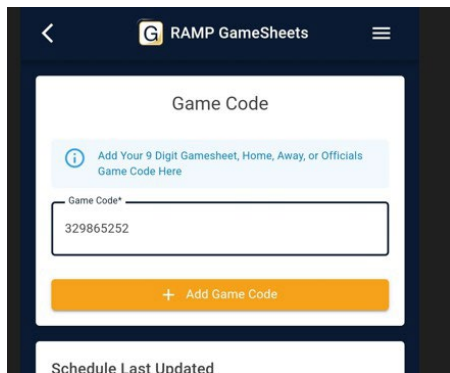
From list of Games:  
Select Current Game and User type:  
Official

### To Enter Officials Code (if you have not linked your account yet)

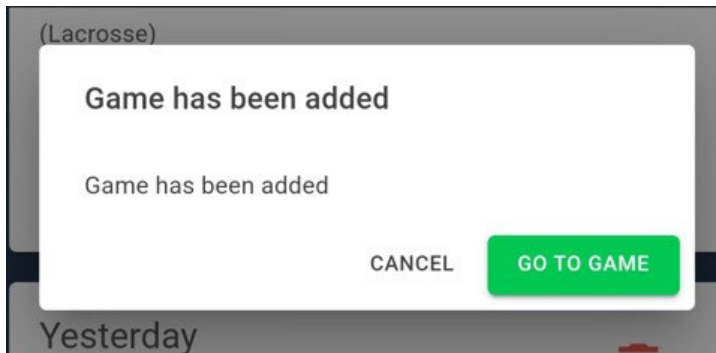
- Open your RAMP GameSheets APP. You should see this screen:



- Enter the “Officials Code” and Select “+ Add Game Code”



- Then select “Go to Game”



**You can now add yourself as an official.**

## Game Notes in RAMP

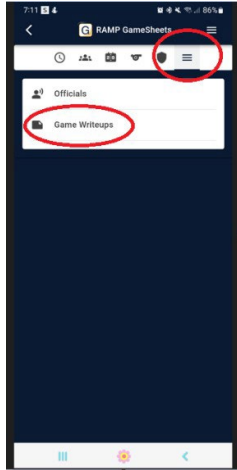
As an official, there will be times you need to add notes to the RAMP Game Sheet.

Examples of when you **NEED** to write a game note are:

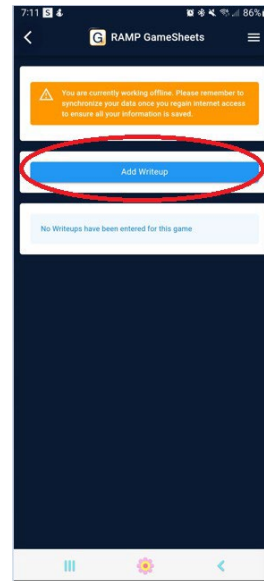
- When a player has reached their 5-penalty maximum (expulsion)
- When a game report is going to be submitted online
- Any other note important to the game such as game being stopped due to an ambulance being called or game cancelled due to safety issues on floor etc.

How to add a note to your game sheet:

1. Go to the ‘hamburger’ (three horizontal lines) icon/menu in the RAMP Game Sheet app in your specific game
2. Select Game Writeups.



3. Select “Add Writeup” – (this is not for game reports)



4. Select **NOTE** from the top dropdown menu.
5. Type in the note area any notes pertaining to the game which need to be on the scoresheet.



It is very important to ensure we use this feature as this will communicate to the commissioners and others events which occurred during the game.

## Reviewing All Goals / Penalties Entered

Officials reviewing the specific gamesheet can do so on their own device by:

- A. Reviewing under the game if they have linked the Assigning and Gamesheets app, or,
- B. Receive Official Code to input on own device.

Officials can review on the Score-Bench device if they do not have their own device.

It is preferred that Officials log in using their on own device.

Use the following icons to navigate to the different sections of the gamesheet to review:



Do not let the scorekeepers leave until you are satisfied that all penalties and goals are accurately and correctly recorded.

Ensure Toggle “Mark Game as Completed” to Green (on Summary / Clock icon of Gamesheet)

### **Game Reports are NOT done on the Gamesheet APP.**

You **must** use the regular online Game Report that can be found on the GWLL website. (see below) However, you must still indicate in the app that a game report will be submitted. Under “Game Writeups”, select “Incident report” and then type in “Game Report Coming “. Use icons on the app to obtain the information you require for your report.

# Lacrosse Scorekeeping Scratchpad

Lacrosse Scorekeeping Scratchpad

Page \_\_\_\_\_ of \_\_\_\_\_

Division: (circle) U11 U13 U15 U17 Jr. Sr. \_\_\_\_\_

Level: (circle) T1 T2 T3 A B C N/A

Date: \_\_\_\_\_ Game#: \_\_\_\_\_ Game Time: \_\_\_\_\_

Game Location: \_\_\_\_\_ Home Team: (H) \_\_\_\_\_

Scorekeeper: \_\_\_\_\_ Visiting Team: (V) \_\_\_\_\_

**Notes:** \_\_\_\_\_

Home Goals				
Goal #	Scored by:	Assists	Per:	Time Rem.
<i>Ex.</i>	8	7,28	1	14:06
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
14.				
15.				
16.				

Home Penalties						
Pen #	Penalty Assessed	Player #	Min:	Per:	Time Off	Time On
<i>Ex.</i>	<i>Illegal Cross Check</i>	9	2	1	18:02	16:02
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						
9.						
10.						
11.						
12.						
13.						
14.						
15.						
16.						

Visitor Goals				
Goal #	Scored by:	Assists	Per:	Time Rem.
<i>Ex.</i>	18	8,11	1	14:06
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
14.				
15.				
16.				

Visitor Penalties						
Pen #	Penalty Assessed	Player #	Min:	Per:	Time Off	Time On
<i>Ex.</i>	<i>Slashing</i>	9	2	1	18:02	16:02
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						
9.						
10.						
11.						
12.						
13.						
14.						
15.						
16.						

# RAMP Referee Game Assigning System

All officials will need to download the following 2 “RAMP Interactive” apps:

Ramp Assigning:



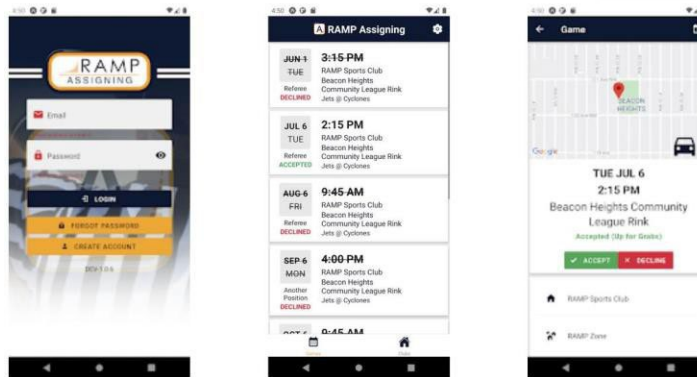
Ramp GameSheets:



## Ramp Assigning:

When signing up for your account Manitoba Lacrosse as your association:

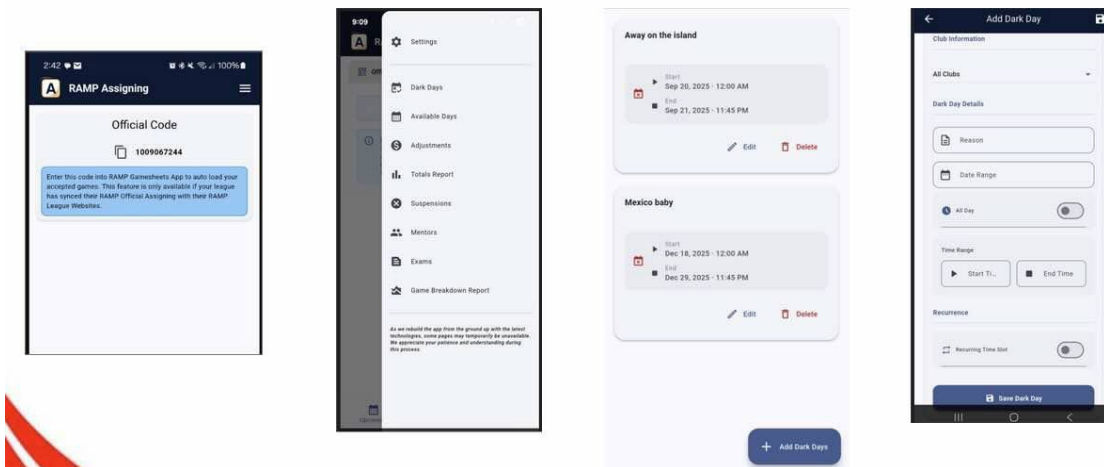
## RAMP Assigning



*When signing up for an account, select LACROSSE BC as your organization.*

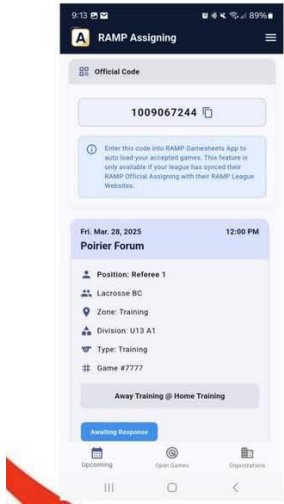
Allocators NEED to know when you can officiate. **PLEASE enter your “DARK” days and times**, (these are days you are UNAVAILABLE to officiate). **If you fail to do this, you may be assigned games you can't do...**

Click on the “hamburger” menu, ADD DARK days, then enter details and SAVE:



Game assignments will appear like this:

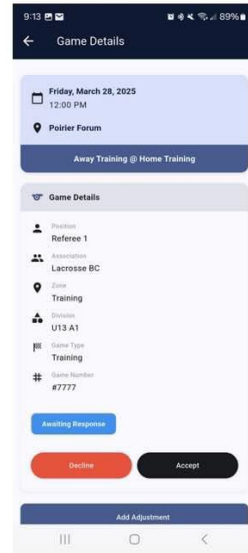
You have been assigned a game. Once your CODE is copied into the RAMP GameSheets, your name will auto populate into the games assigned.



Option to ACCEPT or DECLINE

Shows your info and your partner information

Click on the game for detail:

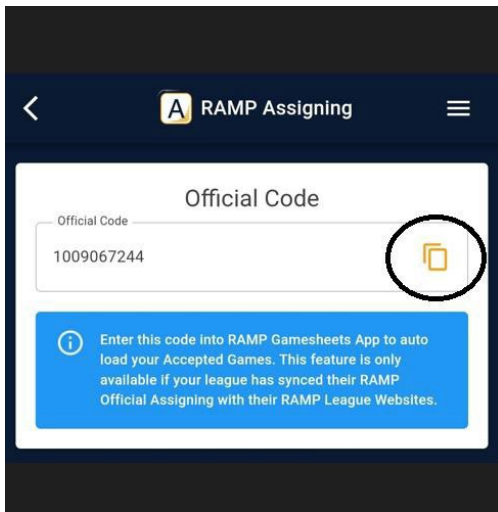


## Connecting your RAMP Assigning App to your RAMP Game Sheets App

To ensure your RAMP Assigning account is linked to your RAMP Gamesheets app, please follow the steps below.

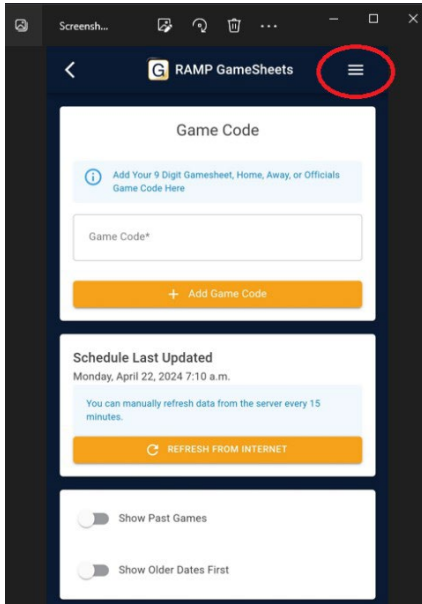
The benefit of this linking is whenever you accept a game in your RAMP Assigning app, the RAMP Gamesheet will appear in your RAMP Gamesheet app without you having to enter a code.

1. Go to your **RAMP Assigning** account app, and copy your Officials code by clicking the copy button seen in the screenshot here:

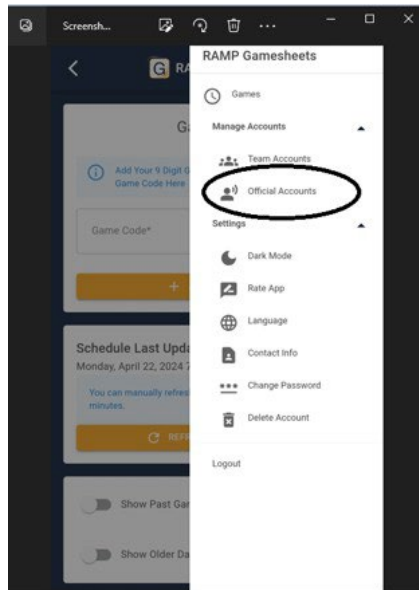


2. Open your **RAMP Gamesheet** app and log in. If you have not set up a RAMP Gamesheet log in, please create an account with the same email and password as your RAMP Assigning to make it easier.

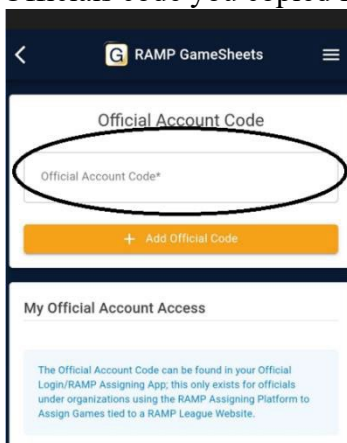
3. Click on the ‘hamburger’ (three horizontal lines) menu icon at the top right



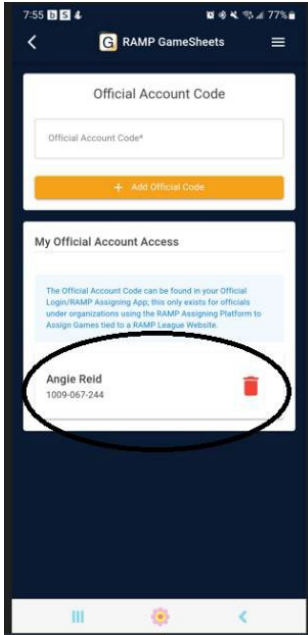
4. On this menu, click on Officials Accounts



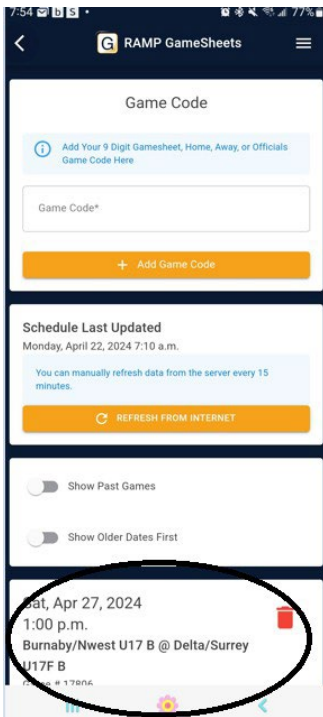
5. When you click on the Officials Account, the Officials Account Code screen appears. **PASTE** the Officials code you copied from the RAMP Assigning app.



6. Once you have added the Officials Code, your name will appear at the bottom of the screen as seen here:



7. Now that you have linked the two apps, the games you have accepted in the RAMP Assigning app, will now automatically appear in the RAMP Gamesheet app.



# Penalty Option Chart

Lacrosse Canada Penalty Option Chart									
Rule #	Rule	Minor	Major	10 Mis	Gm. Mis.	Match	Gross	P.Shot	A.Goal
2.4.6	Illegal Stick	Y							
3.5.8	Dangerous Equipment	Y+			Y+				
7.9.4	Throwing The Stick	Y			Y			Y	Y
8.3.1	Butt Ending	Y			Y	Y			
8.3.2	High Sticking		Y			Y			
8.4	Illegal Crosschecking	Y	Y		Y				
8.5	Spearing	Y	Y		Y	Y			
8.7	Slashing	Y	Y		Y	Y			
8.8.14	Goal-Crease Violation	Y							
8.8.8	Contact with Goalkeeper	Y	Y		Y	Y			
8.11.2	Illegal Body Checking	Y	Y		Y	Y			
8.30.1	Holding	Y						Y	
8.30.3	Holding the Opponents Stick	Y							
8.12	Boarding		Y		Y	Y			
8.13	Spearing With Your Head		Y		Y	Y			
8.14	Checking From Behind	Y	Y		Y	Y			
8.15	Dangerous Contact to the Head					Y			
8.16	Elbowing	Y	Y		Y	Y			
8.18.4	Instigator		Y+		Y+				
8.18.6	Aggressor		Y+		Y+				
8.17	Face Masking	Y	Y		Y	Y			
8.19	Head Butting	Y	Y		Y	Y			
8.20	Intentional Contact During Dead Ball Situations	Y	Y		Y	Y			
8.21	Kneeing / Kicking	Y	Y		Y	Y			
8.22	Roughing	Y	Y		Y	Y			
8.23	Tripping	Y						Y	Y
8.31	Hooking	Y	Y						
8.33	Abuse of Officials						Y		
8.34.6	Illegal Goalkeeper Equipment		Y+			Y+			
8.34.7	Goalkeeper Adjusting Equipment Before Inspection		Y+			Y+			
8.35	Playing with Broken Stick	Y							
8.37	Helmet Lost During Play	Y							

Legend:

+	Multiple penalties assess for a single situation
^	Announced as the penalty in the header, record under the penalty to the left
Y	Announced as the penalty to the left

# Penalty Option Chart (Cont'd)

**Lacrosse Canada Penalty Option Chart (cont)**

Rule #	Rule	Minor	Major	10 Mis	Gm. Mis.	Match	Gross	P.Shot	A.Goal
<b>Rule 8.18 - Fighting</b>			Y	Y	Y	Y			
8.18.2	Fighting		^+		^+				
8.18.12	Tape on Hands (causing injury)					^			
8.18.16	Non-fighting Player Floor Positioning			^					
<b>Rule 8.38 - Delay of Game</b>		Y						Y	Y
2.4.5	Stick-Check Measurement Request Procedure	^							
2.5.4	Helmet Chin Strap	^*							
2.5.5	Mouth Guard	^*							
3.5.9	Goalkeeper Equipment Repair Time Limitation	^		*on subsequent violation after warning to the player					
5.6.4	No Team time-outs remaining	^							
8.8.5	Attacking player In Crease to Gain Advantage on Defender	^							
8.36	Equipment or Clothing Adjustment	^							
8.38	Delaying The Game	^							
8.39	Displacement Of Goal	^						X	X
<b>Rule 8.40 - Obscene or Profane Language or Gestures</b>		Y		Y	Y		Y		
8.40.1	Obscene or Profane Language by Players	^		^					
8.40.2	Obscene Gesture by Players	^+			^+				
8.40.3	Obscene Gesture or Profane Language by Non-playing personnel	^			^				
8.40.4	Discriminatory Language						^		
<b>Rule 8.41 - Unsportsmanlike Conduct</b>		Y	Y	Y	Y	Y	Y		
2.4.8	Random Stick Check Procedure	^							
3.4	Captains	^							
3.5	Coaches	^							
8.18.9	Jersey Removal During a Fight	^							
8.18.10	Equipment Removal Prior to or During a Fight	^							
8.41.1	Unsportsmanlike Conduct	^		^	^				
8.41.3	Throwing Ball or Equipment Away or out of playing area			^					
8.41.7	Continuing to Fight			^	^				
8.41.11	Interference with Officials		^	^	^	^	^		
8.41.14	Unsportsmanlike Actions (e.g.. Hair pulling)		^	^	^	^	^		
8.41.15	Spitting at an Official						^		
8.41.16	Physical Interference by Player with Spectators						^		
<b>Rule 8.42 - Leaving Players' Bench or Penalty Box</b>		Y			Y				
8.42.2	Leaving Player's Bench during a fight	^							
8.42.3	Leaving Player's Bench to start or join an altercation				^				
8.42.4	Leaving Penalty Box prior to Penalty time Expiring	^+			^+				
8.42.7	Non-playing Personnel on the floor	^							
8.42.9	Illegally Returning to game after being Removed from Game				^				
Legend:									
+	Multiple penalties assess for a single situation								
^	Announced as the penalty in the header, record under the penalty to the left								
Y	Announced as the penalty to the left								

## Penalty Classes Chart

Class	Player Serves	Time entered on scoresheet	Served by	Expire by Goal	Notes
Technical / Possession	n/a	n/a	n/a	n/a	Possession awarded to the non-offending team.
Minor	2-min	2-min	Offender	Yes	Goaltender Penalties: U17 and below, served by a player from the floor at the time of the infraction.
Bench Minor	2-min	2-min	Offender (if identified) or Substitute	Yes	
Major	5-min	5-min	Offender or Substitute	2 Power play goals	If terminated early by 2 goals, offending players must remain in the penalty box until the next "non-technical" stoppage in play. Team may send a player from the bench to play at full strength. If being served by a substitute, that player may return immediately if terminated early by goals.
Misconduct	10-min	10-min	Offender	n/a	
Expulsions	Rest of game	n/a	n/a	n/a	*See LC Age and Stage Document
Game Misconduct	Rest of game	10-min	No one	n/a	
Gross Misconduct	Rest of game	10-min	No one	*n/a	*Associated penalties are affected by goals as per usual
Match	Rest of game	5-min	Any Player* (In-Home U22+)	<b>3**</b> Power play goals	**Player released on first non-technical stoppage after FULL 5 minutes expires (or if 3 goals are scored)
Penalty Shot	n/a	Record penalty shot	n/a	<b>No</b>	Any dressed player may take the penalty shot (7.9.1)

# Lacrosse Canada Penalty Administration Guidelines

## SECTION 9.1 ADMINISTRATION OF COINCIDENTAL PENALTIES

1. Cancel as many penalties as possible.
2. If possible, cancel in a way to make the on-floor situation such that one team will play full strength and the other team is only one player short.
3. If possible, cancel in a way to avoid taking an extra player off the floor.
4. All major coincidental penalties with matching minors are offsetting.
5. Substitute off the bench to the floor for the coincidentally penalized players.
6. There is no time on the penalty clocks for the coincidental penalties.
7. All major coincidental penalties with non-matching minors require substitution in the penalty box for the non-matching minor penalty.
8. First in first out principle is used such that the player with the least amount of penalty time is released first.
9. When a player receives a minor and major, they will serve the minor first.
10. If a goal has been allocated to a major you must continue to allocate to the major.
11. Penalty shots - allocate a penalty shot goal scored to the player with the least amount of time remaining on their minor penalty or one goal off the major penalty with the least amount of time remaining.
12. **TWO PLAYERS DOWN AND ADDITIONAL PENALTY TO THIRD PLAYER** - If a team is already two (2) players down from full strength and is assessed as an additional time penalty to a third player, the non-offending team shall be awarded a penalty shot. Regardless of the outcome of the penalty shot, the floor strength will remain as it was prior to the penalty shot. The team that received the third timeserving penalty will begin play after the penalty shot, two players down from full strength. Third player serves penalty time in the box and releases the following player from the penalty box prior to the penalty shot. Release the player with the least amount of penalty time on a minor or one goal attached to a major penalty.
13. Player receiving a major penalty will serve the penalty time in its entirety. The player is released upon expiry of the full penalty time, on the next non-technical stoppage of play. If two goals are scored on the major then the team may substitute a player from the team's player bench onto the floor. The substitute player shall serve Goalkeepers major penalties.
14. If a player who has incurred penalty time that results in a substitute from the bench serving a portion of their time then the penalized player will only remain in the penalty box for the balance of time the sub is not serving. The substitute player always serves shorter time or equal time compared to the penalized player and the substitute player always returns to the floor before or at the same time as the penalized player. The substitute player never stays in the penalty box longer than the penalized player.
15. Match penalties – substitute must serve the penalty time. The substitute serves the full time regardless of the number of goals scored.
16. A minor penalty is released when the penalized team is playing short-handed and a goal is scored against them.
17. The designated in-home may be any runner on the team. A goalkeeper cannot be designated as the in-home. The in-home player will serve any non-designated player penalty, bench minor, or minor and major penalty to the goalkeeper.

# Goaltender Equipment and Measurement Procedures for Officials in MB (2026)

## **Rule 2.7.1: Goalkeeper Equipment, Purpose of Equipment:**

The prime purpose of any goalkeeper equipment is for the protection of the goalkeeper. Special equipment worn by the goalkeeper includes the arm & chest protector, goalkeeper pants, throat guard, athletic cup or pelvis protection, and shin guards. With the exception of the stick, all the equipment worn by the goalkeeper must be constructed solely for the purpose of protecting the goalkeeper's head or body, and they must not wear any garment or use any contrivance, which would give them undue assistance in keeping goal.

## **8.34.5 GOALKEEPER EQUIPMENT INSPECTION - COACHES REQUEST, IN GAME**

Opposing coaches may request the official to conduct a measurement and contour equipment goalkeeper inspection during the game. Upon said request, which must be during any non-technical stoppage of play, the official shall conduct the inspection immediately, and the inspection shall occur in the official's circle. The official, as per Goalkeeper Equipment rule(s), shall check all pieces of equipment. **(See Instructions Below)\*\***

## **8.34.6 DURING GAME INSPECTION ILLEGAL GOALKEEPER EQUIPMENT**

If an inspection conducted during the game finds the goalkeeper to be using illegal equipment, the official will assess the goalkeeper a five-minute major penalty and a game misconduct.

## **8.34.7 GOALKEEPER ADJUSTING EQUIPMENT BEFORE INSPECTION**

Should a goalkeeper adjust their equipment in an effort to retract the size or shape of their equipment after an official has announced the requested inspection, the player will receive a five -minute major penalty and a game misconduct.

## **8.34.8 DURING GAME GOALKEEPER INSPECTION LEGAL EQUIPMENT**

If an inspection conducted during the game finds the goalkeeper to have used **legal** equipment, the referee will assess a **2-minute bench minor penalty, delay of game, to the requesting team.**

**2026: For minor lacrosse in MB, Officials will conduct Goaltender equipment inspections as follows:**

• **For U11 and above:**

- Officials are instructed to look for “**conformity**”, i.e. pads must generally conform to the shape of the goaltender’s body.
- In addition, goaltenders must wear equipment that is labeled with the appropriate category number based on their height as listed in the chart below.
- **No measurements of equipment are to be conducted.**
- Measure the goaltender’s height (a close approximation is acceptable) and look for labels that correspond to that height. Refer to the rules above for consequences regarding outcomes on inspections.

**12.10 EQUIPMENT CHART (UPDATED MAY 2024)  
LC GOALTENDER EQUIPMENT SPECIFICATIONS**

LC GOALTENDER EQUIPMENT STANDARD	HEIGHT	CHEST AND ARM PROTECTORS		
		MAX. WIDTH OF PADDING OUTSIDE OF ARM ON EACH SIDE	MAX. WIDTH OF ARM PADDING	MAX. THICKNESS ABOVE SHOULDER PLANE
Category 3	Greater than 5'4"	4"	8"	3"

LC GOALTENDER EQUIPMENT STANDARD	HEIGHT	CHEST AND ARM PROTECTORS		
		MAX. WIDTH ACROSS SHOULDERS	MAX. WIDTH OF ARM	MAX. THICKNESS ABOVE SHOULDER PLANE
Category 2	Greater than 4'6"	25"	7"	1.5"
Category 1	Up to 4'6"	20"	6"	1"

**\*\* Note: Shoulder caps must be anchored**

LC GOALTENDER EQUIPMENT STANDARD	HEIGHT	SHIN GUARDS AND PANTS		
		SHIN GUARD MAX. WIDTH BELOW KNEE	SHIN GUARD MAX. OF KNEE CAP	PANTS MAX. THIGH WIDTH
Category 3	Greater than 5'4"	Tapered from 9" to 7"	11"	11"
Category 2	Greater than 4'6"	Tapered from 8" to 5"	9"	9"
Category 1	Up to 4'6"	Tapered from 7" to 4"	7"	7"

An MA may apply for an exception to this Rule by submitting a Request for Goalkeeper Equipment Exemption Form.

UPDATED MAY 2024

# Stick Check Procedure for Minor Box in MB (2026)

## 2.4.5 STICK CHECK REQUEST PROCEDURE

Only the captain, an assistant captain or the head coach may request a stick measurement and dislodgement check and only **during a timeout or normal stoppage in play**. A request for a stick measurement shall be limited to **one request per team during the course of any stoppage of play**. If a stick check is requested and the stick is found to be **legal, a two (2) minute delay of game penalty** will be assessed against the team requesting the stick check. The in-home will serve the bench minor penalty. An immediate stick measurement and dislodgement request following a goal in overtime will not be granted.

The referee will perform the measurement and inspection as per Rule 2.2, Lacrosse Stick, Rule 2.4 Lacrosse Stick Construction, or Rule 2.3 Goalkeeper Stick Dimensions, as applicable.

## 2.4.6 ILLEGAL STICK

**If a stick is found to be illegal the player using the illegal stick will be penalized two (2) minutes.**

## 2.4.7 ILLEGAL STICK & SCORED GOAL

If a goal is scored by an attacking player and before the next live-ball, as a result of a legally requested stick-check measurement, the scorer's stick is found to be illegal, for any reason, then the goal is disallowed. If the goal is disallowed, the minor penalty will not be imposed.

## 2.4.9 CONFISCATION OF ILLEGAL STICK PROCEDURE

If a stick is declared illegal it shall be secured in the Timer and Scorer Area. The team may retrieve the stick immediately after the game.

**NOTE:** Minor Officials in MB are instructed **NOT** to conduct **RANDOM** Stick Checks. However, teams may **REQUEST** a stick be check as per the above.

### **LC Adjustments - Player Stick Dimensions:**

U11 and Below: Stick length is 26" to 40"

U13 and Above: Stick Length is 40" to 42"

### **Goaltender Stick Dimensions:**

All divisions: Any desired length, 15" max width, inside measurement.

# Official's Game Report

1. Must be submitted within 24 hours along with the game sheet (if submitting a picture of a paper scoresheet) via email to your OIC. (If the gamesheet was done on RAMP the commissioner and OIC will already have a copy of it).
2. Must state the 4 W's:
  - a. **When** the infraction occurred,
  - b. **Who** committed the infraction,
  - c. **Where** the infraction/incident took place on the floor, and
  - d. **What** occurred during the infraction/incident. Be detailed but brief.
3. **Always reference the Rule and RULE NUMBER that was applied.**

E.g., "Player was assessed a Match penalty under Rule #8.3.2 "High Sticking".
4. In situations involving foul language, always state exactly what was said (F\*\*\* you ref) or happened.
5. **Take a photo of the top page of score sheet to assist in writing (paper GameSheet), or: If using RAMP APP, take notes or screenshots of the details needed.**

## Online officials game report form:

Can be found at [www.gwll.ca](http://www.gwll.ca) under Officials > Other > "GWLL Officials Game Report"

The following is a list of the incidents **requiring a report**:

- **ALL** Situations where **any participant** has received a **Game Misconduct, Match, or Gross Misconduct** penalty. (Note: this does not include "Expulsions" for exceeding the 5 penalty limit)
- Situations described in rule 4.1.10: (Page 17 in the 2026 World Lacrosse Rule Book)

**When in doubt, ask your OIC or contact your local assignor!**

## Sample Game Report

All game reports will need to include the same basic information that can be obtained from the scoresheet. (This is obtained either from the RAMP Gamesheet app, a screen shot, or a picture taken of a paper game sheet.)

This information includes:

1. The name and contact information of the official making the call.
2. The names of the other on floor official(s) in the game.
3. The date, game level\*, venue, and start time of the game.  
\*(Game level is typically indicated by the game number on the scoresheet). (e.g. MDBS-002)
4. The names of both teams and their head coaches.
5. The type of game. (e.g. League, Playoff, Exhibition etc....)

Below is a sample of the written description included in a typical game report.

### **(Remember the 4 “W’s”! When, Who, Where, What)**

Describe circumstances in detail: (Sample Description)

At 16:50 of the 2<sup>nd</sup> period, Gimli number 28(Donald Newman) and Thompson number 14 (T. Boyd) were racing for a loose ball into the corner in the Gimli end of the floor. Thompson player number 14 was first to the ball and had possession when Gimli number 28 was still at least 10 feet away. Number 28 then hit number 14 from behind knocking him headfirst into the boards, while he was approximately 6 feet from the boards.

Despite loud and vocal warnings from myself prior to the hit, and with ample time to decide, number 28 recklessly hit number 14 from behind. Number 14 was seriously injured on the play, and the game was delayed while an ambulance was called.

Penalties assessed:

**Number 28 was assessed a Match penalty for Boarding under Rule 8.12.4.**

Blank Officials Game Report Form

# OFFICIAL'S GAME REPORT

Official Calling the Penalty: \_\_\_\_\_

Phone No. ( ) - \_\_\_\_\_

Email: \_\_\_\_\_

Second Official: \_\_\_\_\_ Phone No. ( ) - \_\_\_\_\_

Third Official: \_\_\_\_\_ Phone No. ( ) - \_\_\_\_\_

Date of Game: \_\_\_\_\_ Level of Game: \_\_\_\_\_

Game Played at: \_\_\_\_\_ Time of Game: \_\_\_\_\_

Home Team: \_\_\_\_\_ Visiting Team: \_\_\_\_\_

Home Team Coach: \_\_\_\_\_ Visiting Team Coach: \_\_\_\_\_

Type of game (circle one):      League      Playoff      Exhibition      Championship

Type of penalty: \_\_\_\_\_  
(Major, Match, Game Misconduct, etc....)

Penalty assessed for: \_\_\_\_\_  
(Abuse of Official, Spearing, Fighting, etc...)

Player/Coach penalized: \_\_\_\_\_ No. \_\_\_\_\_

Team: \_\_\_\_\_ Time and Period of Penalty: \_\_\_\_\_

Describe circumstances in detail: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_












\_\_\_\_\_


Signatures:

Official Calling Penalty: \_\_\_\_\_ Second Official: \_\_\_\_\_ Third Official: \_\_\_\_\_

This report contains confidential information.




# World Lacrosse Signals for Box Lacrosse

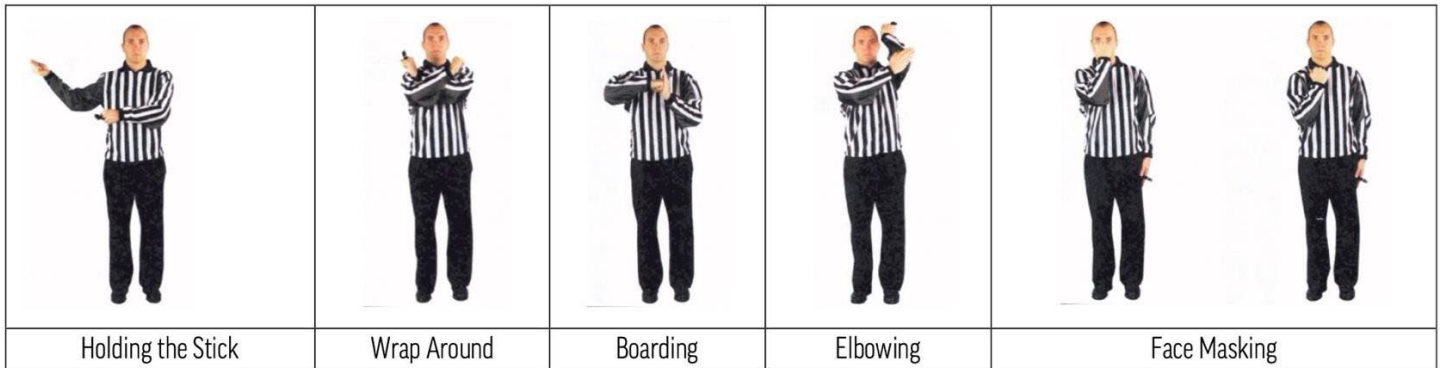
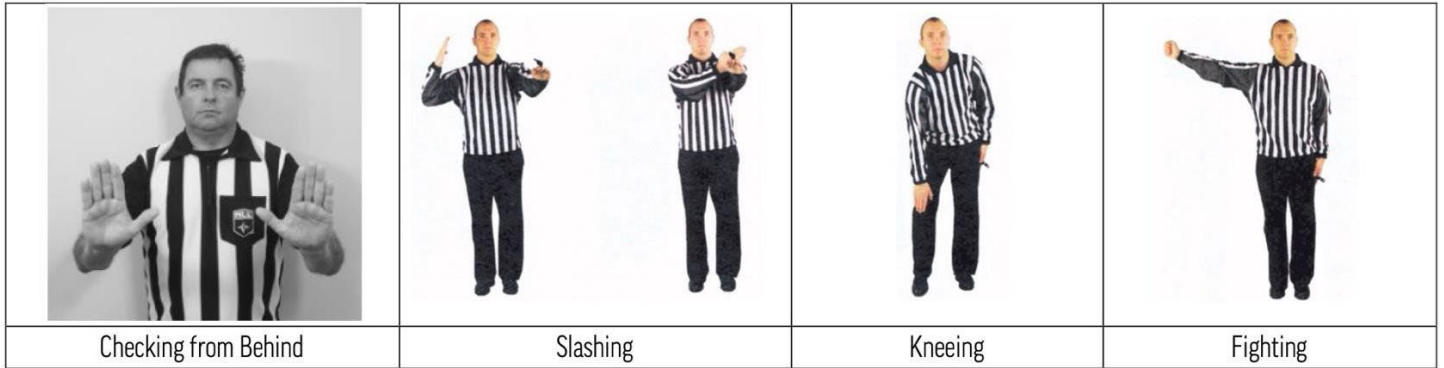
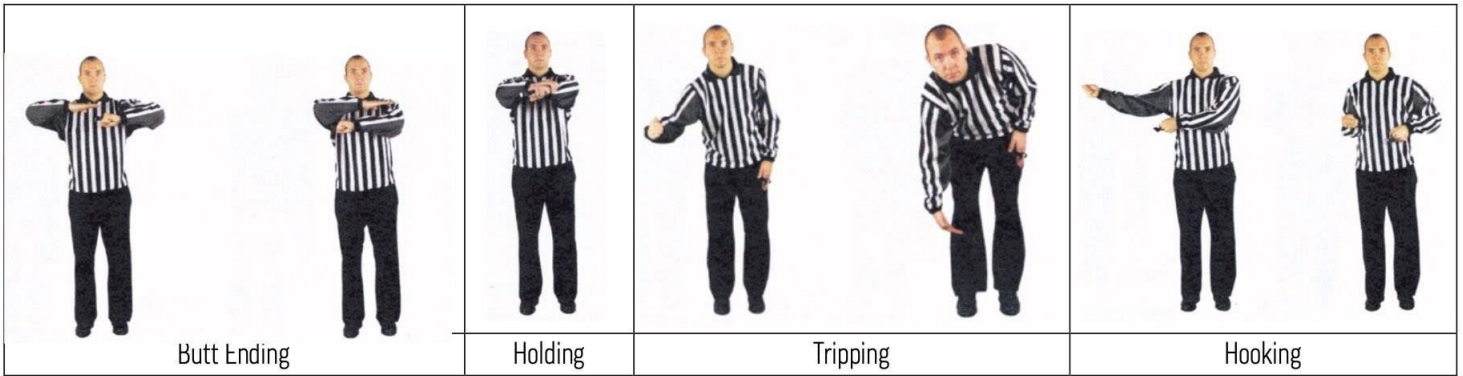
			
30 Second Violation	10 Second Violation	4 Second Violation	Delayed Penalty
			
Possession, Direction of Play		Over and Back	
			
Second Count		Deflected Ball	
			
Ball Out of Bounds	Face-Off		Reset 30 Second Clock

				
Goal Scored	Crease Violation	Illegal Pick/Screen	Time-Out	




				
Loose Ball Push	Loose Ball Foul	Withholding Ball	Pinning: Withholding the Ball	

				
No Goal	Goaltender Interference	Penalty Shot	Hand Ball	

				
Minor Interference	Extra Attacker, 6 Players	Batting Ball in the net; no goal		



			
<p>Spearing</p>	<p>Head Butting; Spearing with the Head</p>	<p>Dangerous Contact to the Head</p>	<p>Cross Checking</p>

		
<p>Intentional Dead Ball Contact</p>	<p>Delay of the Game</p>	<p>Illegal Substitution; Too many players</p>